

Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application.

1. (currently amended) A method for managing digital rights comprising:
~~receiving a Universal Resource Identifier (URI), the URI identifying a location for a digital media item selected by a user, the digital media item to be played in a local area network (LAN);~~
~~retrieving the selected digital media item content from a content server over a network connection, the digital media content to be played on one or more media rendering devices in a local area network (LAN); and~~
~~responsive to the selected digital media item content being encrypted, obtaining a license from a license server to decrypt the selected digital media content item, wherein access to the license by the one or more media rendering devices is based on a plurality of access usage rules, wherein a local license server issues the license to the one or more rendering devices according to the usage rules of the license, and wherein the digital media content is capable of being shared amongst the rendering devices;~~
~~responsive to a request for the license adhering to the access rules, receiving the license via a secure out-of-band transfer; and~~
~~decrypting the selected digital media item for playback via one or more media rendering devices.~~
2. (currently amended) The method of claim 1, wherein obtaining a license from a license server to decrypt the digital selected media item content comprises:

extracting meta data from the ~~selected~~ digital media content item, the meta data including a key identification and a license URI, the key identification for identifying the license and the license URI for identifying where the license can be found;

enabling a the local license server within the LAN to obtain the license to play the ~~selected~~ digital media content item; and
establishing a secure connection to the local license server to request the license;
wherein the local license server determines whether the request for the license adheres to the ~~access~~ usage rules, wherein the ~~access~~ usage rules are based on the terms of the license.

3. (currently amended) The method of claim 2, wherein enabling a the local license server within the LAN to obtain the license to play the ~~selected~~ digital media ~~item~~ content comprises:

receiving the key identification and license URI to access the license;
establishing a secure connection to a control point to obtain user credentials for acquiring the license;
retrieving the user credentials;
establishing a secure connection to a the license server providing the license,
wherein the license server providing the license is identified using the license URI;
sending the license server the user credentials and the key identification to obtain the license; and
acquiring the license using the key identification.

4. (original) The method of claim 3, wherein user credentials comprise a user name, a user address, a credit card number, a date of expiration for a credit card, and a type of license to be requested.

5. (currently amended) The method of claim 1, wherein the LAN comprises a home network and the ~~selected~~ digital media ~~item~~ content is to be played on the home network.

6. (currently amended) The method of claim 1, wherein ~~access~~ usage rules include at least one of a number of times the ~~selected~~ digital media ~~item~~ content is to be played, a number of media rendering devices the ~~selected~~ digital media ~~item~~ content may be played on at one time, an expiration of the license; and a length of time a user may play the ~~selected~~ digital media content ~~item~~.

7. (currently amended) The method of claim 1, wherein the ~~access~~ usage rules include personal owner rules regarding playing the ~~selected~~ digital media content ~~item~~, wherein personal owner rules include at least one of an indication of who can play the ~~selected~~ digital media content ~~item~~, an indication of when the ~~selected~~ digital media ~~item~~ content can be played, and an indication as to the number of times the ~~selected~~ digital media ~~item~~ content can be played by certain individuals.

8. (currently amended) The method of claim 1, wherein obtaining the license from a license server to decrypt the digital ~~selected~~ media ~~item~~ content comprises:

checking a the local license server using a key identification acquired from the ~~selected~~ digital media ~~item~~ content to see if the license is available from the local license server;

if the license is available at the local license server, obtaining a location URI for the license to enable retrieval of the license from the local license server; and

if the license is not available at the local license server, enabling the local license server to retrieve the license from a the license server in a wide area network using the key identification and a license URI acquired from the ~~selected~~ digital media ~~item~~ content and the location URI indicating where the license can be found on the local license server after the license is retrieved from the license server.

9. (currently amended) The method of claim 1, wherein prior to retrieving digital media content from the content server, the method further comprising receiving a Universal Resource Identifier (URI) identifying a location for the digital media content, ~~wherein the URI identifying a location for a user-selected digital media item is obtained from a home media server, the home media server comprising a plurality of URIs for digital media items used by the LAN.~~

10. (currently amended) An article comprising: a storage medium having a plurality of machine accessible instructions, wherein when the instructions are executed by a processor, the instructions provide for ~~receiving a Universal Resource Identifier (URI), the URI identifying a location for a digital media item selected by a user, the digital media item to be played in a local area network (LAN);~~

retrieving ~~the selected~~ digital media ~~item~~ from a content server over a network connection, the digital media content to be played on one or more media rendering devices in a local area network (LAN); and;

responsive to the ~~selected~~ digital media ~~item~~ content being encrypted, obtaining a license from a license server to decrypt the ~~selected~~ digital media content ~~item~~, wherein access to the license by the one or more media rendering devices is based on a plurality of access usage rules, wherein a local license server issues the license to the one or more rendering devices according to the usage rules of the license, and wherein the digital media content is capable of being shared amongst the rendering devices;

~~responsive to a request for the license adhering to the access rules, receiving the license via a secure out of band transfer; and~~

~~decrypting the selected digital media item for playback via one or more media rendering devices.~~

11. (currently amended) The article of claim 10, wherein instructions for obtaining a license from a license server to decrypt the digital ~~selected~~ media ~~item~~ content comprises instructions for:

extracting meta data from the ~~selected~~ digital media content ~~item~~, the meta data including a key identification and a license URI, the key identification for identifying the license and the license URI for identifying where the license can be found;

enabling a the local license server within the LAN to obtain the license to play the ~~selected~~ digital media content ~~item~~; and

establishing a secure connection to the local license server to request the license;

wherein the local license server determines whether the request for the license adheres to the ~~access~~ usage rules, wherein the ~~access~~ usage rules are based on the terms of the license.

12. (currently amended) The article of claim 11, wherein instructions for enabling a the local license server within the LAN to obtain the license to play the ~~selected~~ digital media ~~item~~ content comprises instructions for:

- receiving the key identification and license URI to access the license;
- establishing a secure connection to a control point to obtain user credentials for acquiring the license;
- retrieving the user credentials;
- establishing a secure connection to a the license server providing the license, wherein the license server providing the license is identified using the license URI;
- sending the license server the user credentials and the key identification to obtain the license; and
- acquiring the license using the key identification.

13. (original) The article of claim 12, wherein user credentials comprise one or more of a user name, a user address, a credit card number, a date of expiration for a credit card, and a type of license to be requested.

14. (currently amended) The article of claim 10, wherein the LAN comprises a home network and the ~~selected~~ digital media content item is to be played on the home network.

15. (currently amended) The article of claim 10, wherein the ~~access~~ usage rules include at least one of a number of times the ~~selected~~ digital media item content is to be played, a number of media rendering devices the ~~selected~~ digital media item content may be played on at one time, an expiration of the license; and a length of time a user may play the ~~selected~~ digital media content item.

16. (currently amended) The article of claim 10, wherein the ~~access~~ rules include personal owner rules regarding playing the ~~selected~~ digital media content item, wherein personal owner rules include at least one of an indication of who can play the ~~selected~~ digital media content item, an indication of when the ~~selected~~ digital media content item can be played, and an indication as to the number of times the ~~selected~~ digital media content item can be played by certain individuals.

17. (currently amended) The article of claim 10, wherein instructions for obtaining the license from a license server to decrypt the digital selected media content item comprises instructions for:

checking a the local license server using a key identification acquired from the ~~selected~~ digital media content item to see if the license is available from the local license server;

if the license is available at the local license server, obtaining a location URI for the license to enable retrieval of the license from the local license server; and

if the license is not available at the local license server, enabling the local license server to retrieve the license from a the license server in a wide area network using the key identification and a license URI acquired from the ~~selected~~ digital media ~~item~~ content and the location URI indicating where the license can be found on the local license server after the license is retrieved from the license server.

18. (currently amended) The article of claim 10, wherein prior to instructions for retrieving digital media content from the content server, the method further comprising receiving a Universal Resource Identifier (URI) identifying a location for the digital media content, ~~wherein the URI identifying a location for a user-selected digital media item~~ is obtained from a home media server, the home media server comprising a plurality of URIs for digital media ~~items~~ content used by the LAN.

19. (cancelled)

20. (cancelled)

21. (cancelled)

22. (cancelled)

23. (cancelled)

24. (cancelled)

25. (cancelled)

26. (new) The method of claim 1, wherein the license is received via a secure out of band transfer.

27. (new) The article of claim 10, wherein the license is received via a secure out of band transfer.